

Teaching Quantitative Physiology using a Flipped Classroom Approach

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Course learning outcomes

By the end of the course, students will be able to...

- 1. Understand the structure and function of the nervous and musculoskeletal systems, as well as how disease alters these characteristics.
- 2. Apply engineering models and mathematics to understand human physiology.
- 3. Gain experience working on a self-governed team to complete an engineering project.
- 4. Learn about biomedical devices to restore or enhance human function by identifying and reading relevant primary sources.
- 5. Apply newly-acquired knowledge of biomedical devices to the design of a new device.
- 6. Design a device enabling humans to recover lost function or enhance existing function.

4 Blocks:

- **1. Brain/Neurons**
- 2. Auditory System
- 3. Muscles
- 4. Motor Control

The structure of the course

- Mondays
 - No live class; students watch videos of lecture material & take notes
- Wednesdays
 - Students take 10-question video quiz prior to lecture
 - In class, students do small group exercises with instructor & TA guidance

• Fridays

- Students take a survey prior to class to suggest topics and ask questions
- In class, the instructor reviews material, answers questions; can also do more group exercises

Assessment

- Video quizzes: 1% x 10, pass/fail; on Canvas
- Flashcard quizzes: 2% x 4, pass/fail with unlimited retakes; on Canvas
- Block quizzes: 6% x 4; on Canvas, open notes, can be taken in groups
- Problem-based learning project
 - Background research (written report): 15%
 - Design challenge (video): 15%
- Final exam: 28%, individual, in person

- Frequent small, low-pressure opportunities for learning and
 asking questions
- Students have 10 full weeks to learn, make mistakes, ask questions
- An individual assessment at the
 end of class measures how much they learned
- Final exam questions have a structure similar to the in-class group exercises, so attending those sessions is the best way to practice

Course learning outcomes

By the end of the course, students will be able to...

- Understand the structure and function of the nervous and musculoskeletal systems, as well as how disease alters these characteristics.
 (Lecture, quizzes, group exercises)
- 2. Apply engineering models and mathematics to understand human(Lecture, quizzes, physiology. group exercises)

(PBL)

(Lecture, PBL)

(PBL)

(PBL)

- 3. Gain experience working on a self-governed team to complete an engineering project.
- 4. Learn about biomedical devices to restore or enhance human function by identifying and reading relevant primary sources.
- 5. Apply newly-acquired knowledge of biomedical devices to the design of a new device.
- 6. Design a device enabling humans to recover lost function or enhance existing function.

Canvas has a roadmap for every week

 Weekly structure stays as consistent as possible to avoid confusion

Week 1 Roadmap

Lecture

Download the <u>skeleton lecture notes for the Neuron block</u>

Monday:

· No live class -- watch videos (see links below)

Wednesday:

- Finish watching videos
- Take Video quiz #1, due at 3pm
- Small group exercises at 3pm

Friday:

· Lecture at 3pm (review, Q&A, and exercises)

PBL

· Identifying unknowns and relevant literature; list of questions due at the end of your session (attendance required)

Video links for week 1



What are the videos like?



Skeleton notes given to students

What are the videos like?



Skeleton notes given to students

What are the videos like?



Skeleton notes given to students



Do students really watch the videos?

- I upload videos to Yuja \rightarrow embed in Canvas
- Yuja can provide detailed analytics for each video
 - Number of views
 - Number of unique views
 - Number of views at every single time point
 - Sessions for individual students including names (sometimes "anonymous"), dates, duration watched, how many times it was watched
 - Etc.

Do students really watch the videos? YES.



Do students really watch the videos? YES.



Philosophy for online quizzes

- Structure of quizzes comes from the idea of specifications grading
- Academic honesty is a concern, but assessments are structured so that students can do well without cheating (cheating won't get them a better grade)
 - Examples: Pass/fail quiz; quiz with unlimited retakes; allow students to work in groups
- Quizzes utilize question banks, shuffled answers, showing one question at a time; students cannot see the correct answers until the quiz is closed

Small group exercises in a traditional lecture hall

Block off every 3rd row, so instructors can reach students without climbing over anyone



Initial evaluation of flipped format

• Midquarter evaluation from 2020:

Method	%
Lecture videos	96
Skeleton lecture notes	91
Reviewing material from videos (Wed.)	77
Video quizzes	73
Flashcard quizzes	71
Polls and small group exercises (Wed.)	57
Group quizzes for each block	54
Small group exercises (Fri.)	50
Discussion section with TAs	36
Problem-based learning project	33
Textbook	20
Canvas discussion board	19
Office hours	17
Table 1 Demonst of students in dianting that	

Table 1. Percent of students indicating thatthe particular teaching method helped themlearn. Rows shaded gray were new in 2020.

My impression of the student perspective

- The course is flexible
 - Watch & rewatch lecture material whenever you want
 - All quizzes are available for 24 hours or more (often several days or weeks)
 - Attendance at lecture is not required
- The course is tailored to students
 - Friday lectures are based solely on their questions
 - Instructor and TAs are present on Wednesdays to answer questions
- Group quizzes/exercises provide opportunities for peer learning
- Videos encourage engagement (note taking) and can be watched in real time
- Every week, material is repeated in multiple forms (videos, lecture, video quiz, flashcard practice, group exercises)

The instructor's perspective

- No need to repeat the same lecture every year
- Spend more time teaching the most difficult content
- No worries about falling behind on lecture material
- Teaching is more interactive (= more fun); working with smaller groups, answering specific questions
- The use of Canvas quizzes drastically reduces the amount of grading
- Can instantly switch to remote teaching

Thanks! Questions?